DEFENSIVE AND COMPETITIVE BIDDING

| OVERCALLS (Style; Responses; ¹ / ₂ Level; Reopening) | |
|--|-----|
| Sound style, but can be weak at favorable position. | |
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| | |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening) | |
| 15-17 HCP, System on as over 1NT opening | |
| 11-14 HCP in reopening, system on. | |
| 4th Live 15-17 HCP, system on. | |
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| | |
| JUMP OVERCALLS (Style; Responses; Unusual NT) | |
| | |
| Weak jump overcalls, Unusual 2NT lower 2 suits | |
| Unusual 2N1 lower 2 suits | |
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| | |
| DIRECT AND JUMP CUE BIDS (Style; Responses; Reope | en) |
| 1M-(2M) = M+m; 1m-(2m) MM | |
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| | |
| | |
| VS. NT (vs. Strong/Weak; Reopening; PH) | |
| vo. 101 (vo. buong/ weak, keepening, 111) | |
| | |
| | |
| | |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) | |
| Take out doubles through $4 \mathbf{v}$. ; $4 \mathbf{A} \mathbf{x} =$ penalty oriented, $4 \text{ NT} = t/o$ | dbl |
| 2NT = 15-18 HCP | |
| 3NT = to play, tricks or strong bal. | |
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| | |
| VE ADTIFICIAL STRONG ODENINGS | |
| VS. ARTIFICIAL STRONG OPENINGS | |
| | |
| | |
| OVER OPPONENTS' TAKEOUT DOUBLE | |
| RDBL = 10+, penalty oriented, in general no fit for partner's suit | |
| | |
| | |

LEADS AND SIGNALS

OPENING LEADS STYLE

| OPENING I | | ADSSITLE | | - | | |
|-----------------------|----------------------|----------------------|----------------------------|---------------------------------------|--------------|--|
| ~ . | Lead | | | In Partner's suit | | |
| Suit | 1/3/5 th | | | 1/3/5 th | | |
| NT | 1/3/5 th | | | 1/3/5 th | | |
| Subseq | Attitude | | | Attitude | | |
| | | | | | | |
| | | | | | | |
| LEADS | | | | | | |
| Lead | Vs. Suit | | | Vs. NT | | |
| Ace | AKx asks for att. | | | AKx asks for att. | | |
| King | KÇ | Qx, AK, asks for cou | nt | KQJ(x), AKJ10, asks for deblock/count | | |
| Queen | QJx, | | | QJ10(x), AQJ(x) | | |
| Jack | J10x, KJ10 | | | J10x, KJ10, AJ10 | | |
| 10 | 1098 | | | 1098 | | |
| 9 | 9x, A109, K109, Q109 | | | 9x, A109, K109, Q109 | | |
| Hi-x | Xx | , xxXx | | Xx, xxXx | | |
| Lo-x | xx | | | xxX | | |
| SIGNALS I | N (| ORDER OF PRI | ORITY | [| | |
| | | Partner's Lead | Decla | rer's Lead | Discarding | |
| Suit | 1 | attitude | count prefer | | attitude | |
| ~ 410 | 2 | count | | | count | |
| | 3 | suit preference | | | | |
| NT | 1 | attitude | count / suit preference | | attitude | |
| NT | 2 | count | preter | | count | |
| | 3 | suit preference | | | | |
| ATTITUDE: | - | =encouraging, hi= | discou | raging | 1 | |
| COUNT: low | | | | 88 | | |
| | | NCE: hi=for highe | er suit: | | | |
| | | | BLES | | | |
| | | DOU | DEES | | | |
| TAKEOUT | DC | OUBLES (Style; | Respo | nses: Reo | nening) | |
| | | ke out doubles, lov | | | , | |
| in mangi | | | r-onn | p • | | |
| Responses: sı HCP, | iit v | vithout a jump = 0 | -7 HCP | , with a ju | mp 8-10(11) | |
| | ucti | ve, 7-10 HCP with | 1 stoppe | er. cue = F | : Reopen: -? | |
| HCP | | , , 10 1101 with | - stopp | | , 100pen. 2 | |
| | RTI | FICIAL AND CO | MPET | ITIVE (RE | -)DOUBLES | |
| Negative dou | | | | | | |
| Support doub | | nd redouble | | | | |
| Lead-directin | | | | | | |
| | ~ | | | | | |
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WBF Convention Card - ÷ * * * CATEGORY: Green PLAYERS: Gašper Terglav, Luna Strah SYSTEM SUMMARY GENERAL APPROACH AND STYLE 2/1 Game Force We open 5 card majors, better minor 1NT = 15-17 HCP 2 ♦ 's 2♥'s, 2 ♠'s weak 6-10 Semi-forcing 1NT 1/3/5 vs suit and notrump, rev attitude, reverse count, CONVENTIONS: MAJOR: 2 NT (Jacoby)=4-card support INV+ SPECIAL BIDS THAT MAY REQUIRE DEFENCE SPECIAL FORCING PASS SEQUENCES IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

| OPENING | TA Ir Ct Ki | Min no of | Neg. DBL | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | PASSED HAND BIDDING |
|--------------------|----------------------|-----------------|-------------|---------------------------------------|---|--|------------------------|
| | I i F c | cards | thru | | | | |
| 1* | | 3 | | 11-20 HCP | 1 ♦/♥/♠=nat. F1, 1NT=6-9(10) HCP nat, 2♣ = 5+♣ 6-9(10) HCP | NMF, 4SF | |
| | | | | | 2NT = 10-11(12) HCP, balanced inv, 3 * = 0-6 HCP, 5+ * | | |
| 1 • | | 3 | | 11-20 HCP | $1 \checkmark 4$ =natural F1, 1NT=6-9(10) HCP nat., $2 \clubsuit = GF$ nat, $2 \blacklozenge = 5+ \diamond 6-9(10)$ HCP | | |
| | | | | | 2NT = 10-11(12) HCP, balanced inv., 3 ♦=0-6 HCP, 5+♦ | | |
| 1 🗸 | | 5 | | 11-20 НСР | 1♠=nat. F1, 1NT=SF, 2♣/♦=GF nat., 2♥=3+♥ 6-10 HCP, 2NT=4c supp. INV+ (Jacoby), 3♥=3+♥ 11-12 HCP | After 1M-2NT: $3 \div : \min, 3 \bullet / \checkmark / \diamond : 15+HCP$ and single or void in $\bullet / \bullet / oM$, 3NT: 15+HCP and w/o single or void, | |
| 1 🛦 | | 5 | | 11-20 НСР | 1NT = SF, 2♣/♦/♥=GF nat., 2NT=4c supp. GF (Jacoby), 3♠=3+♠ 11-12 HCP | | |
| 1NT | | 2 | | 15 -17 HCP (semi)balanced | $2 = \text{Stayman}, 2 \neq / = \text{transfer} \neq / \Rightarrow, 2 = \text{relay to } (\text{minor weak}), 2NT = \text{balanced inv.}, 3NT = \text{to play}, 4NT=\text{quant.}$ | | |
| 2* | x | 0 | | 22 HCP+ or less with playing strength | $2 \bullet =$ wait., $2 \bullet = 5 + \bullet$ at least 2 top, $2 \bullet = 5 + \bullet$ at least 2 top H, $3 \bullet / \bullet =$ nat. $5 + \bullet / \bullet$ at least 2 top H | 2♣-2♦/♥/♠-2NT system on as if opening 2NT | |
| 2 ♦ | | 6 | | 6+ • 6-10HCP | $2 \bigstar, \forall = F1, 3 \clubsuit = nat. GF, 3 \blacklozenge to play, 2NT = ask$ | After 2NT feature if not min | |
| 2 🗸 | | 6 | | 6+♥ 6-10 HCP | 2 = F1, 3 = /4 = nat. GF, 3 | After 2NT feature if not min | |
| 2 | | 6 | | 6+ ♠ 6-10 HCP | 3 / 4 nat. GF, $3 / 4 $ to play, $2NT = ask$ | After 2NT feature if not min | |
| 2NT | | | | 20-21 HCP, balanced | 3♣ = Stayman, 3♦/♥=transfer ♥/♠, 3NT=to play, 4NT = quantitative raise, | | |
| 3* | | 7 | | preemptive | new suit is F for 1 round | | |
| 3 ♦ | | 7 | | preemptive | 3NT = to play | | |
| 3♥ | | 7 | | preemptive | New suit Level 4: slam interst in partner's suit | | |
| 3♠ | | 7 | | preemptive | Partner suit on level 4 or $5 = to play$ | | |
| 3NT | | | | 25-27 HCP, (semi)balanced | | | |
| 4* | | 7 | | preemptive | | | |
| 4 🔶 | | 7 | | preemptive | | | |
| 4♥ | | 6 | | to play | | | |
| 4 ▲ 4NT | | 6 | | to play | | | |
| 4N I 5 * | | 7 | | to play | | HIGH LEVEL BIDDING | |
| 5 ♣ | | 7 | | to play | | RKCB 1430 | |
| 5 | | , | | | | | |